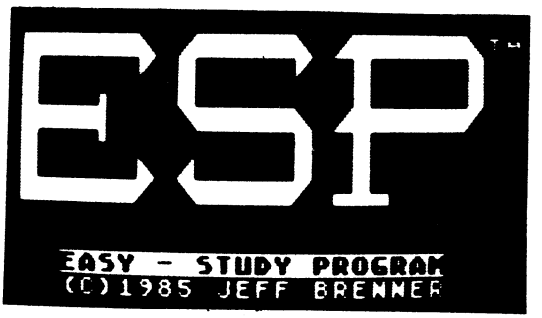
ATARI™ 800/XL/XE

# Easy-Study Program

by

Jeff Brenner

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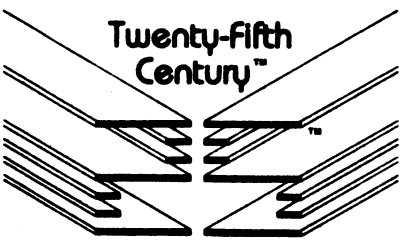


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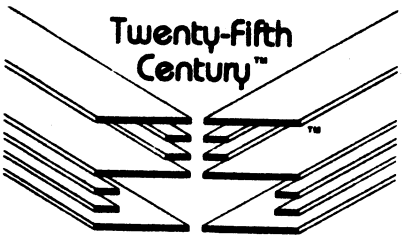


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It's not cheating, but maybe the next best thing -- ESP, the EASY-STUDY PROGRAM. Whether you've just entered high school or your last year of graduate school, ESP should quickly become one of your most treasured programs. With ESP and your Atari computer, you can eliminate the boredom of conventional note and book studying, while learning more quickly and efficiently. ESP is most effective with material that can be put into question/answer form, such as vocabulary words, math formulas, history facts, foreign language, etc. A review feature helps you become familiar with your work, while simulated quizzes reinforce what you've learned. These quizzes really make sure you understand your material -- if you incorrectly answer one of the randomly chosen questions, ESP corrects you and asks you the same question again at a later time. ESP can show you a graph of your scores so you can see your progress, and it even lets you save your material on diskette for later retrieval. Since you can save all your work as the year progresses, reviewing for finals and midterms becomes a breeze!

NOTE: Use DOS to format a blank diskette before using ESP so you can store your data. DO NOT store data on the ESP disk itself.

## LOADING THE PROGRAM

Insert the ESP disk into the drive and turn on the computer. Do not hold down the option key on the XL/XE and install BASIC on the 800. The program will load automatically and a menu will appear. Use the SELECT key to cycle through the menu items and press the START key to activate the highlighted option. A description of each option follows:

## ENTER NEW DATA

This option lets you enter your material directly from the keyboard. Choose this option when you first use ESP. Once your material is typed in, the data can be saved to diskette so that it can be easily loaded again in the future.

When the "ENTER NEW DATA" option is activated, you are asked to enter the name of the work and the date. The name you give to the data will be used as a file name when saving to disk.

Next, you are asked to input QUESTION #1, followed by ANSWER #1, then QUESTION #2, and so forth. Enter all your questions and answers and enter an asterisk (*) to return to the main menu.

Any errors made while entering the data can be corrected by using the EDIT DATA option (described later). If an error is caught immediately after entering it, enter a negative sign (-) and you will be able to enter that question or answer again.

You can enter up to 250 questions and answers.

## SAVE DATA

Once you've entered your data, select the "SAVE DATA" option from the main menu to save the data to diskette for later retrieval. The name you gave your material is used as a file name.

When saving is completed, you are returned to the Main Menu.

## LOAD DATA

This option is used to load data previously saved on disk. If questions and answers are already in memory, you are asked if you want to erase them.

Enter the name of the data you want to load. Press RETURN by itself for a directory of the diskette. You are returned to the Main Menu after a successful load, or after a loading error message has been displayed.

## EDIT DATA

Select EDIT DATA to make modifications or corrections to your questions and answers in memory.

When this option is initiated, the Editor Menu is displayed, consisting of the following selections: LIST DATA, CHANGE DATA, ADD DATA, MAIN MENU. A description of each follows.

LIST DATA: This provides a fast listing of all questions and answers in memory. Press CONTROL-1 to pause and continue the listing. When listing, each question/answer combination is given a number for later reference. The best use for the LIST DATA option is checking for errors immediately after entering your material. Write down the line numbers of erroneous question/answer combinations so that you may easily refer to them for correction on the CHANGE DATA screen.

CHANGE DATA: This permits you to modify or correct questions and answers in memory. You are asked for the question/answer number of the data to be changed. If you do not know the number, enter zero to be shown each question and answer individually. Press RETURN if there is no error in the displayed questions and answer to see the next question/answer. Enter a "Y" for the "ERROR?" prompt if an error is found in a particular question or answer.

When the erroneous question/answer has been found, the question will be displayed for correction. Retype the line or make changes with the Atari's editing keys. If the error is with the answer part of the data, and not with the question, simply press RETURN to correct the answer part.

After a question has been corrected, the answer will be displayed for correction. If there is no error in the answer part, press RETURN.

If you are entering the numbers of the questions/answers to be changed, type this in numerical order (from lowest to highest). If you want to change lower line numbers after a higher one has been changed, go back to the LIST DATA option and note any changes in the line numbers of the questions/answers you want to change (some of the line numbers are changed after questions or answers have been edited or deleted). Then go back to CHANGE DATA and enter the new numbers in numerical order.

Enter an asterisk (*) for the "What question/answer number" prompt to return to the Editor Menu. Enter a negative one (-1) for this prompt to change the name or date of the data.

DELETE DATA: This option is used the same way as CHANGE DATA, but questions and answers are deleted instead of changed.

ADD DATA: This allows you to continue adding questions and answers to existing material. Enter an asterisk (*) when you have entered all your work to return to the Editor Menu.

MAIN MENU: As the name implies, this selection brings you back to the Main Menu.

## TEST USING EXISTING DATA

This main menu selection brings you to the Test Menu where you are given the following options: QUESTION-ANSWER, ANSWER-QUESTION, GRAPH OF SCORES, REVIEW DATA, MAIN MENU. A description of each follows.

QUESTION-ANSWER: This choice gives you the actual ESP test -- you are shown a question and asked to enter the answer. From all questions entered, one is randomly selected and printed on the screen. You must enter the correct answer. If you answer correctly, you receive credit for that question and it is not given again during the testing period. If, however, you answer incorrectly, the correct answer is displayed and you are asked the same question again at a later time.

The ESP grading scale runs from -100 to 100, giving you a good idea of how well you are doing with a particular subject. A score below zero (a negative score) indicates that more studying is needed while a score over 80 indicates that the materal is nearly mastered. A score of 100 means that all questions were answered correctly. You can study up to whatever level you desire by retaking the ESP test.

ANSWER-QUESTION: This selection is similar to QUESTION-ANSWER except the answer is printed and you are asked to enter the question. This is helpful with vocabulary words or foreign languages since you can study in both directions (i.e. Spanish to English and then English to Spanish).

GRAPH OF SCORES: This selection shows you your scores in bar chart form. Up to 15 grades are automatically stored while you are testing yourself. The graph can be examined to see your progress.

A circle represents five points while an inverse circle represents minus five points. Progress is indicated when the number of inverse circles decreases for each test or when the number of regular circles increases.

After the graph is displayed, you are asked if the scores should be erased. Enter "Y" if you plan to change from being tested with QUESTION-ANSWER to ANSWER-QUESTION or (vice versa). If you do not erase the grades between a change in testing format, you'll probably find a sudden change in the graph at the point where the switch was made. Scores are automatically erased when you leave the Test Menu.

REVIEW DATA: This lets you look over your data before actually being tested on it. No score is given on this option.

A question and its answer are displayed. When you press RETURN, only the question is displayed and you are asked to remember the answer shown previously. Incorrectly answered questions are given again. After all questions are answered, the review is given again, but in ANSWER-QUESTION format. You can bypass the ANSWER-QUESTION section by entering an asterisk for an input. An asterisk can be entered at any time to return to the Main Menu.

## FINAL NOTES

For the best results, keep the questions and answers as short as possible and break big tasks up into smaller study sessions. Good luck!

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